

Unit 6: Momentum and Force

Quiz → F 4/25

Test → T 4/29

Momentum:

- Momentum = (mass)(velocity)
 - increase or decrease either mass or velocity to change momentum
 - $\vec{p} = m\vec{v}$
 - units: mass \rightarrow kg
velocity \rightarrow m/s
momentum \rightarrow kg·m/s
- Law of Conservation of Momentum
 - Total momentum of a system is conserved.

(system is all the objects you have)

- For this class, we have:
 - Collisions in 1-dimension
 - 1st object stops immediately upon impact and 2nd object starts immediately upon impact.
- Equation: $\vec{p}_i = \vec{p}_f$ (of system)

$$\vec{p}_{1i} + \vec{p}_{2i} = \vec{p}_{1f} + \vec{p}_{2f}$$

$$\vec{p}_{1i} = \vec{p}_{2f}$$

$$m_1 \vec{v}_{1i} = m_2 \vec{v}_{2f}$$

• Impulse - Momentum Theorem:

$F \rightarrow$ force
 $t \rightarrow$ time
 $p \rightarrow$ momentum

$$\overline{F} t = \overline{p}$$

$$\overline{F} t = m \overline{v}$$

$$\overline{F} = (m) \left(\frac{\overline{v}}{t} \right) = \frac{m \overline{v}}{t}$$

$$\overline{F} = m \overline{a} \quad \overline{a} = \frac{\overline{v}}{t}$$

• Newton's laws:

1. Object in motion stays in motion or an object at rest stays at rest unless acted upon by an outside force.
(unbalanced)

- Inertia \rightarrow property of an object to resist change in motion or acceleration

2. Force = (mass)(acceleration)

$$\sum \vec{F} = m \vec{a}$$

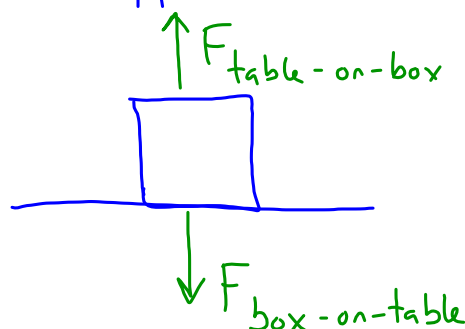
$\sum \rightarrow$ Greek uppercase sigma
 $\vec{F}_1 + \vec{F}_2 + \vec{F}_3 + \dots = m \vec{a} \rightarrow$ sum of

- Units: $m \rightarrow \text{kg}$
 $a \rightarrow \text{m/s}^2$

$F \rightarrow \text{kg} \cdot \text{m/s}^2 \rightarrow \text{newton (N)}$

3. Forces come in pairs.

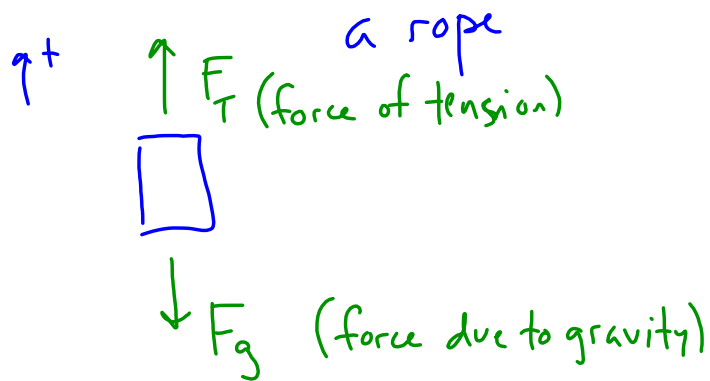
(For every action, there is an equal and opposite reaction.)



- Free-Body Diagram (FBD)

- Way that we draw objects and forces to show what is happening

- Example: Box being lifted by



- To get acceleration, there are unbalanced forces.

- Acceleration will be in the direction of larger force.

- If forces are equal in magnitude and opposite in direction, object will not accelerate.

(Object moving at constant velocity or not moving at all.)